
Title: Daemonism - Volume I

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Kal Vas Xen Corp
These magic dicta
summon forth
possibly one of the
most vile creatures
known to man kind,
the Deamon.
Daemons, as all
commonly know, are
from another place,
another world some
would call it. It's
name being the
Abyss. Despite
common belief
however, the Abyss
is not a place of chaos,
destruction, or evil.
The abyss is in fact,
possibly one of the
purist realms of
creative force known
to us. From the
Abyss come many
things other than
Daemons.
Our four prime
elements come from
the Abyss. Earth,
fire, water, and air.
These four creative
forces are found in
their purist form of
existence within the
abyss. Each one
controls and exists
within its own portion
of the Abyssial
Realm.

We as mages have
come to depend upon
their energy as a way
of life. In our magic
we draw upon the
eight circles of the
ether (the fifth
element) and the four

prime elements are
controled with this
ethereal flow
throughout our world.
We do this in such
small ways as
creating fireballs, to
summoning elementals
themselves to us.
However, I suppose
one would often see
Daemons as a bit
different, and This I
shall not argue, as
they are different.

The Daemons are
somewhat of an
anti-element. Though
we are not entirely
sure on when these
beast first came into
existence (though it
was long before man)
we do know their
purpose and possibly,
their motives.

When daemons were
first created, they
were created for the
purpose of mocking
man kind. One can
often see within them
many of our own
traits. It is within
these beast that all
evil does reside.
Where as the Virtues
hold within them pure
Good, and the
Elements a balance,
Daemons are the
darkness above all
else. They seek to
spread lies, trickery
and murder
throughout our land.
They view us as
simple toys for their
amusement, and fancy
themselves masters
of mind games. Often
it has been recorded of
Daemons guarding
treasures and tombs,
summoned by some
great mage, and bound

to do his duty.

Daemons have also been known to get our of these binds by tricking the would be theives of the treasure, into giving them their freedom.

This has often lead to many deaths involving treasure hunters. So

yes, it is true, one should never

underjudge a Daemon at his own game, as he is often one step ahead of the rest.

Currently, vast amounts of Daemons are found deep within the Dungeon Hythloth.

These dark tunnels were once the sewers beneath the city of Magincia. However, due to sudden land mass changes during the great earthquakes and floods that

happened long ago, these sewers are now seperate from the City itself. Now they reside with the Isle of Fire, used as a dwelling for dark magics and rituals. It is within the deepest level of this dungeon that the Daemons find their way to our

world. There, you shall see a large pentagram painted in blood, surround by stone pillars with burning tops. It is there that some twisted mage has allowed these creatures free and open access to our world, no binding to control them at all.